

**THE ANALYSIS OF JARGON USED BY EXECUTIONER SQUAD IN
MOBILE LEGEND GAME**

THESIS

**This thesis is submitted to meet one of the requirements to achieve Sarjana
Degree in English Education**



by:

OKTA EBIZAR MUSLIM

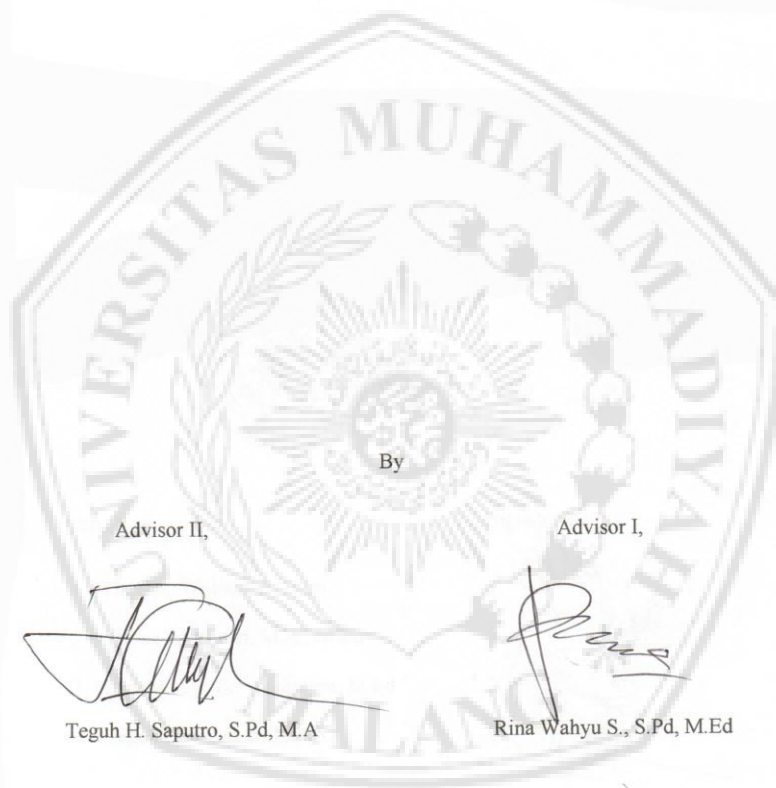
201210100311149

**ENGLISH LANGUAGE EDUCATION DEPARTMENT
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF MUHAMMADIYAH MALANG**

2018

This thesis written by Okta Ebizar Muslim was approved on 19 October 2018

Thesis of Okta Ebizar Muslim



By

Advisor II,

Advisor I,

A handwritten signature in black ink, appearing to be "Teguh H. Saputro".

Teguh H. Saputro, S.Pd, M.A

A handwritten signature in black ink, appearing to be "Rina Wahyu S.".

Rina Wahyu S., S.Pd, M.Ed

This thesis was defended in front of the examiners of Faculty of Teacher
Training and Education of University of Muhammadiyah Malang

and accepted as the partial requirement to achieve

Sarjana Degree in English Education

On 19 October 2018

Approved by:

Faculty of Teacher Training and Education

University of Muhammadiyah Malang

Dean,



(Dr. Ponggan Wahyono, M.Kes)

Examiners:

1. Dr. Estu Widodo, M.Hum
2. Erlyna Abidasari, M.A., M.Ed
3. Rina Wahyu Setyaningrum, M.Ed
4. Teguh Hadi Saputro, M.A

Signatures:

- 1.
- 2.
- 3.
- 4.

MOTTOS AND DEDICATIONS

The best preparation for tomorrow is doing your best today

*“Barang siapa yang bersungguh sungguh, sesungguhnya kesungguhan
tersebut untuk kebaikan dirinya sendiri”*

(Qs. Al – Ankabut: 6)

The researcher dedicated this thesis to:

My most beloved father and mother

My wonderful sister

All of my friends

LETTER OF AUTHENTICITY

The undersigned;

Name : Okta Ebizar Muslim
NIM : 201210100311149
Department : English Language Education Department
Faculty : Faculty of Teacher Training and Education

I hereby declare that in this thesis there is no any thesis or paper that have been proposed to receive a bachelor degree, and there is no ideas or notions written or published by another person, unless what has been written in this thesis and mentioned in the references.

Malang, 19 Oktober 2018


Okta Ebizar Muslim,



THE ANALYSIS OF JARGON USED BY EXECUTIONER SQUAD IN MOBILE LEGEND GAME

ABSTRACT

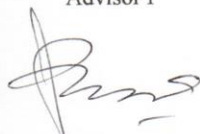
Language is a tool of communication in human social life. In a variety of language, jargon is one of the languages that are widely used by certain groups in society. In this research, the researcher analyzes the jargon used by Executioner Squad members in their battle game. The objective of this study are: (1) to identify the jargons used by Executioner Squad in Mobile Legend game, (2) to analyze the words formation processes in jargon used by Executioner Squad in the Mobile Legend game.

This study used a qualitative research design because this study focused on studying social phenomena of language variation in society. The subject of this research was the Executioner Squad Member in Mobile Legend game. The data were collected from observation battle game of the Executioner Squad members and interview three members of Executioner Squad. Data analysis of this study were analyzing the jargons used by Executioner Squad and classifying the types of word formation processes.

The result of this research showed that there were 41 jargons used by Executioner Squad members in their battle game conversation. 21 jargons were classified into borrowing, 13 jargons were classified into an acronym, 3 jargons were classified into clipping, 2 jargons were classified into blending, and only 1 jargon was coinage. From all the jargons, it is being concluded that the jargons are short and informal language.

Keyword: *Jargon, Executioner Squad, Mobile Legend Game*

Advisor I



Rina Wahyu S, S.Pd, M. Ed

The researcher



Okta Ebizar Muslim

ACKNOWLEDGMENTS

Alhamdulillah, all praise is to Allah SWT, the Merciful and Charitable. Because of His guidance, blessing and affection, the researcher can finish this thesis. Next, blessing be on Muhammad SAW who brings us out of the darkness.

Firstly, I would like to express my deepest gratitude to Mrs. Rina Wahyu S., S.Pd, M.Ed, as my first advisor and Mr. Teguh H. Saputro, S.Pd, M.A as my second advisor who have given their valuable guidance, suggestions, criticism, motivation, and patience during the writing process of the thesis.

Secondly, my sincere gratefulness are expressed to my parents, especially for my beloved mother, Syari'ah for her prayer, sacrifice, affection, love, and everything given to me. My special thanks are addressed to my sister, Fitria Roli yanti, SP.

Finally, the next appreciation is addressed to Fida Akhyar, M.Pd, Heru Subagja, S.Pd, Riyo Aprilianto, Nashoiulul Umam, for helping me in conduct this thesis and all my friends who are not mentioned personally here that cannot be mentioned one by one.

The Researcher,



Okta Ebizar Muslim

TABLE OF CONTENTS

COVER	i
APPROVAL.....	ii
LEGALIZATION	iii
MOTTOS AND DEDICATIONS.....	iv
LETTER OF AUTHENTICITY	v
ABSTRACT.....	vi
ACKNOLEDMENTS	vii
TABLE OF CONTENTS	ix
CHAPTER I INTRODUCTION	
1.1 Research Background	1
1.2 Research Problems	4
1.3 Research Objectives	4
1.4 Scope and Limitation	4
1.5 Research Significance	4
1.6 Definitions of Key Terms	5
CHAPTER II REVIEW OF RELATED LITERATURE	
2.1 Sociolinguistics	6
2.2 Language Variation	7
2.2.1 Slang	8
2.2.2 Register	8
2.2.3 Accent	9
2.2.4 Dialect	10
2.2.5 Colloquial	11
2.2.6 Jargon	11
2.3 Types of Word Formation Processes	13
2.4 Speech Community	16
CHAPTER III RESEARCH METHODOLOGY	
3.1 Research Design	17
3.2 Research Subject	18
3.3 Research Instrument	18
3.4 Procedure of Data Collection	19
3.5 Procedure of Data Analysis	19
CHAPTER IV RESEARCH FINDINGS AND DISCUSSION	
4.1 Research Findings	20
4.1.1 The Jargons Found in Data Used by Executioner Squad in Their Game Conversations	20
4.1.2 The Word Formation Processes Found in the Jargons Used by Executioner Squad Member	31
4.2 Discussion	33
CHAPTER V CONCLUSION AND SUGGESTION	
5.1 Conclusion	36
5.2 Suggestion	37
REFERENCES	39

LIST OF APPENDICES

Appendix 1: Observation Checklist	42
Appendix 2: Interview Transcript	44
Appendix 3: Conversations Taken From the Game	62



REFERENCES

- Adams, K. (2015). *The Jargons Used by The Gamers in Warcraft III D.O.T.A Game* (Doctoral dissertation, UMM, Malang, Indonesia). Retrieved from <http://eprints.umm.ac.id/21912/>.
- Adejumo. A & Osunabade. N (2014). A Practical Approach to Word Formation Processes in English. *International Journal of Research in Humanities, Arts and Literature*. Retrieved from [https:// www.impactjournals.us](https://www.impactjournals.us).
- Allan, K.& Burridge, K. (2006). *Forbidden Words*. New York: Cambridge Univeristy Press.
- Ary, D. Jacobs, L. C., Sorensen, C.& Razavieh, A. (2010). *Introduction to Research in Education*. Canada: Nelson Education Ltd.
- Berida, J. (2017, May 27). *What's the Deal with Mobile Legends*. Retrieved March 27, 2018, from <https://www.gadgetmatch.com/whats-deal-mobile-legends/>.
- Carr, S. (2006). Tehcnical Jargon: an Approach, an Idea and an Offering. *Plain Language Commission*. Retrieved from <https://www.clearest.co.uk/articles>.
- Crystal, D. (2004). *Language and the Internet*. New York: Cambridge University Press.
- Crystal, D. (2008). *A Dictionary of Linguistics and Phonetics*. Malden: Blackwell Publishing Ltd.
- Frankel, J. R., Wallen, N. H.,& Hyun, H. H. (2012). *How to Design and Evaluate Research in Education*. New York: McGraw-Hill.

- Harley, H. (2006). *English Words: A Linguistic Introduction*. UK: Blackwell Publishing Ltd.
- Jendra, M. I. (2010). *The Study of Societies's Languages*. Yogyakarta: Graha Ilmu.
- Khotari, C. R. (2004). *Research Methodology*. New Delhi: New Age International.
- Kumar, R. (2011). *Research Methodology*. California: Sage Publications Ltd.
- Liaw, J. O., Dani, N. A., & Johari, A. Z. (2015). Language Usage of Jargon and Slang in Strategic Studies. *Australian Journal of Basic and Applied Sciences*, 7(4), 661-666. Retrieved from https://www.researchgate.net/publication/281493093_Language_Usage_of_Jargon_and_Slang_in_Strategic_Studies.
- Mattiello, E. (2008). *An Introduction to English Slang*. Monza: Polimetrica.
- Mesthrrie, R., Swan, J., Deunmert, A., & Leap. W. L. (2000). *Introducing Sociolinguistics*. Germany: Eidinburg University Press.
- Meyerhoff, M. (2006). *Introducing Sociolinguistics*. New York: Routledge.
- Rizki, B. (2014). *An Analysis of Jargon Used by Killua Members in Atlantica OnlineGame* (Doctoral dissertation, Umm, Indonesia). Retrieved from <http://eprints.umm.ac.id/27636/>.
- Sholeh, E. (2015). *A Study of Jargon Used by Community of Dota Gamers in Muhammadiyah Malang* (Doctoral dissertation, UMM, Malang, Indonesia). Retrieved from <http://eprints.umm.ac.id/21744/>.
- Wardhaugh, R. (2006). *An Introduction to Sociolinguistics*. Malden: Blackwell Publishing Ltd.

Yule, G. (2010). *The Study of Language*. New York: Cambridge University Press.

